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Introduction

Creating Clans for your Warriors fanfictions can be incredibly engaging - but also a giant pain. Setting up framework for your Clan will make it easier to write, meaning it will come across as more appealing, more engaging and, perhaps most importantly, more believable.

There are many facets to a Clan, all of which this framework should address. From name and territory, to history, to their defining qualities, creating a Clan takes lots of work, even for the more general pieces. Add in details - like notable leaders or medicine cats, named landmarks on the territory and family trees, and you've got quite the undertaking on your hands.

Disclaimer: This guide does not contain rules for creating a Clan, just suggestions and guidelines that I hope will help in developing all aspects of fan-created Clans.

Name & Territory

Creating a Clan name is probably the first thing most people do when creating a Clan. After all, the name is what defines the cats within the Clan and makes them the family they are.

What I would like to propose is an inverted view of name and territory. Creating the name first leaves limited options for what the Clan's territory might look like and might not always reflect it. Let me try to illustrate this with both canon and non-canon examples:

*Thunder*Clan lives near the *thunder*path. *Wind*Clan lives on the moors, where the *wind* is constantly blowing. *River*Clan lives by the *river*. *Shadow*Clan lives in a *shadow*ed pine forest.

See what I mean? The name of the Clan often references its territory. While it could also reference the names of the founders, linking the name to the territory makes more sense, as it provides a sense of ownership for the Clan and gives the other Clans a clear message: stay away.

Now, for some non-canon Clans:
RockClan lives in a red rock canyon. MoorClan lives on the moor. SeaClan lives by the sea.
FireClan lives in a forest. IceClan lives near the river. AirClan lives on the plains. EarthClan lives in a swampy area.

While all the Clan names provide framework, the first three directly reference their territory, giving readers a good idea of the Clan's territory before they even start reading. The Clans named after elements, while providing a nice theme, could have their territories easily confused by readers and writers alike. This can be remedied by adding specific characteristics to each one, which will be discussed in a later chapter.

In the case where Clans are named after their founders or these specific characteristics, names like FireClan or SparrowClan could work, but only if other aspects of the Clan are meticulously planned

out to ensure they don't get confused with similar Clans (like EarthClan or RavenClan).

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Now, onto territory:
A territory defines much of what the Clan is like. Their home can influence their physical appearances, skills, and hunting and training techniques. The nice thing about Warriors is that you can place your Clan virtually anywhere you'd like.

The obvious examples are forest, moors, riverland and marsh, as they are used in the canon books. But, have you ever thought of situating a Clan in the jungle? In the desert? In the badlands?

There are so many different places a Clan can take up residence, with varying degrees of difficulty and adaptation, but enough to survive in their climate. The only setback with more exotic locations is combining them in a believable way if there are multiple Clans in the area. For example, you wouldn't have a Clan living in the tundra next to one in a tropical forest - geography doesn't work that way.

What I would suggest when creating your Clan territory is looking up real, geographical locations, and finding out what sorts of climates work together. You could, for example, have a Clan living in a tropical forest combined with one that lives near the sea, as South America provides plenty of places where that might work. If your Clans reside in a fictional location, the territories should still work together - like a forest, a marsh, hills and mountains, for example.

Once you have a general idea of the territory and have not yet picked out a name, it's time to find one!

ForestClan, MarshClan, HillClan and MountainClan might sound a little bland to some people - which is perfectly alright! It is your Clan, after all, so why not try brainstorming some different ones? Maybe the forest is made up of primarily of oaks or birches - OakClan and BirchClan are both great names for a Clan. Mountains often have many cliffs in them, so CliffClan might work just as well.

If all else fails, naming the Clans after the obvious features of their territory might be simple, but is quite effective.

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Some examples of territories:
- forest : deciduous, coniferous, or mixed
- moors/plains : long grasses, short grasses, lots of wind
- riverland : rather marshy terrain with rivers making up much of the territory
- marsh : similar to riverland, but without the criss-crossing rivers
- scrubland : a mixture of shrubs, short grasses and sand (think Australia)
- gorge/canyon : usually all stone, that some smaller plants grow there
- badlands : rock built up by layers over the ages; hoodoos
- desert : lots of sand; best if the Clan lives near an oasis
- mountains : tall rock formations and lots of cliffs and caves
- valley : most likely found amidst hills or mountains; lots of greenery
- ocean/island : probably has some sort of land bridge connecting it to the main land
- near a lake/sea : could be sea-side cliffs or a beach or similar to the riverlands
- jungle : tropical climate, lots of dangerous predators
- savanna : hot climate; best if the Clan lives near an oasis
- tundra : barren landscape, little to no plants

Whatever territory you end up choosing, remember that it must have three basic things: water, prey and shelter. Since cats can drink both freshwater and saltwater (their kidneys process the salt out), living near the sea or ocean is entirely possible. Prey is a must for obvious reasons, though different locations will provide different options for the Clan's freshkill pile. Shelter, meaning a place where the Clan can set up their camp, will be discussed more thoroughly in the next chapter.

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Once you've picked your territory - and only once you've picked your territory - it's time to find some landmarks for your cats to refer to - think Sandy Hollow or Sunningrocks - and figure out what

their camp looks like.

The next chapter provides a starting point for creating these.

Landmarks & Camp

A Clan's territory needs a couple of landmarks, to help them refer to different parts of the territory. Naming certain places also makes the territory feel more like home and adds a sense of ownership.

But, what does a Clan need to name? After taking a look at the map from the first series, I found a couple of landmarks on ThunderClan territory. These include Snakerocks, the Great Sycamore and the Sandy Hollow, to name a few. Each of these places is used by the Clan for two primary things: prey and training. Tallpines, another landmark, is generally avoided because it is used by Twolegs for the logging industry.

We can guess from these canon locations that the Clans name places for different reasons, the most important of which are:
- food sources
- training points
- problem areas

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Food sources:
A place where prey is easy to find or where there is lots of it. These locations can be named for what they consist of (rock formations, trees, hollows, etc.) or after the prey or dangers found there (squirrels, mice, snakes, for example).

Training Points:
Warriors train their apprentices to use a variety of skills, the most prominent ones being battle, climbing, swimming or speed. Places used for general training are most likely to be named after their location (the Sandy Hollow being a prime example). Others can be named after either their location or the specific skill it is meant to develop. For example, a place called the Great Oak, meant for climbing practice, could also be called The Climbing Oak.

Problem Areas:
These areas are given names so that all cats in the Clan are aware

they need to be cautious when approaching them, or so that they can avoid them altogether. Carrion Place is probably the best example of this. Some places, like Snakerocks, provide information about the dangers of the location.

Borders:
Though not named, the borders should be easy to define. Natural borders are a good choice, since they are less likely to be argued against in the event of a Clan rivalry. These borders could include a river, a Thunderpath or the edge of a forest.

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The most important place within the territory is the Clan's camp, since it is the centre of Clan life. The camp, as a general rule, should have enough space for the entire Clan to live there comfortably.

Every camp needs a:
- warriors den
- apprentice den
- leader den
- medicine den (and storage)
- nursery
- elders' den
- a speaking platform for the leader
- place to store prey
- dirt place

In addition to space for dens, the camp should be found in a place that is easy for the Clan to access, but is well fortified against enemies. Usually, it is best to situate the camp away from the borders and in the heart of the territory.

Depending on the territory, fortification can be built around it (bramble walls, a curtain of ferns, etc.) or the camp will be protected by natural formations (stone walls, underground burrows, etc.).

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Lastly, the Clan needs a Gathering Place (if there are neighbouring Clans) and access to a place where it can share tongues with

StarClan. These places should be accessible to all the Clans in the area.

The Gathering Place needs to be big enough to accommodate all the Clans and should have a platform from which the leaders speak. Some ideas for a speaking platform (also applicable to the camp):
- the low-hanging branches of a tree
- a fallen tree
- a large rock
- a hill or mound
- a ledge in a cliff

The place where StarClan speaks to the Clans is usually named after its location and spiritual meaning (Moonpool, Moonstone, etc.). In order for the place to work, moonlight must be able to reach it for StarClan to speak to the living. This is important, since the Clans rely heavily on the guidance of their ancestors.

The next section will deal with prey and predators, as found in various territories.

Prey & Predators

The prey a Clan catches will vary from territory to territory, as well as the predators the cats must watch out for. Here are some lists of prey and predators, divided into different classes underneath the possible territory headings.

FOREST:
- birds: sparrows, thrushes, finches, crows, ravens, pigeons/doves, starlings, magpies, robins, quails, woodpeckers
- mammals: bats
- soricomorphs: shrews
- reptiles: snakes
- rodents: wood mice, squirrels, voles
- predators: snakes, foxes, badgers; possibly bears, wolves, dogs, skunks, porcupines & moose

MOORS/PLAINS:
- birds: crows, ravens, robins, wrens, larks, pheasants, moorhens, blackbirds, wild turkey
- lagomorphs: rabbits, hares
- rodents: mice, prairie dogs/ground squirrels
- predators: foxes, dogs

RIVERLAND/NEAR LAKE:
- amphibians: frogs, toads
- birds: loons, ducks, geese, rails, gulls, cormorants, blackbirds
- fish: minnows, trout, carp, pike
- soricomorphs: water shrews
- reptiles: snakes, lizards
- rodents: mice, water voles
- predators: herons, geese, swans, large fish; possibly crocodiles

MARSH/SWAMP:
- amphibians: frogs, toads
- birds: sparrows, thrushes, robins, magpies, crows, ravens
- mammals: bats
- soricomorphs: shrews, water shrews

- reptiles: snakes, lizards
- rodents: mice, rats, water voles
- predators: foxes, badgers, snakes; possibly crocodiles, depending on the location

SCRUBLAND/DESERT:
- birds: crows, ravens, pheasants, blackbirds, wrens, small owls, desert birds, wild turkey
- lagomorphs: desert hares
- soricomorphs: shrews
- reptiles: lizards, small snakes
- rodents: mice, kangaroo rats, prairie dogs/ground squirrels
- predators: tarantulas, scorpions, dingos; possibly kangaroos

GORGE/CANYON/BADLANDS:
- birds: eagles, hawks, falcons, desert birds, crows, ravens, pheasants
- lagomorphs: hares, rabbits
- soricomorphs: shrews
- reptiles: lizards, snakes
- rodents: mice, rats, prairie dogs/ground squirrels
- predators: rattlesnakes, coyotes/jackals, eagles, hawks; possibly rams & cougars

MOUNTAINS:
- birds: eagles, hawks, falcons, crows, ravens, sparrows, thrushes, robins, woodpeckers
- mammals: bats
- soricomorphs: shrews
- rodents: mice, voles, squirrels
- predators: eagles, hawks, foxes, badgers, rams, bears, wolves, mountain lions

VALLEY:
- birds: eagles, hawks, falcons, crows, ravens, sparrows, thrushes, robins, starlings, quails
- lagomorphs: rabbits
- soricomorphs: shrews
- rodents: mice, voles
- predators: foxes, badgers, eagles, hawks, skunks, porcupines, deer, bears, wolves

OCEAN/ISLAND/SEA:
- amphibians: frogs, toads
- birds: eagles, hawks, crows, ravens, terns, loons, ducks, geese, gulls, rails, cormorants
- crustaceans: crabs
- fish: minnows, trout, carp, pike; possibly tropical fish
- soricomorphs: water shrews
- reptiles: sea snakes, lizards
- rodents: mice, water voles
- predators: foxes, large turtles; possibly seals and sharks depending on location

JUNGLE:
- amphibians: frogs, toads
- birds: crows, ravens, sparrows, hummingbirds, toucans
- mammals: bats
- soricomorphs: shrews
- reptiles: snakes, lizards
- rodents: mice, voles; possibly agouti (a tropical mouse-like rodent)
- predators: large snakes, poisonous frogs, toucans, leopards/ panthers, wild boars

SAVANNA:
- birds: robins, pheasants, wild turkey, vultures, osprey, crows, ravens, oxpeckers
- lagomorphs: rabbits, hares
- soricomorphs: shrews
- reptiles: snakes, lizards
- rodents: mice, voles
- predators: lions, rhinoceros, giraffes, hyenas, vultures

TUNDRA:
- birds: crows, ravens, sparrows, thrushes, magpies; ducks and geese if near water
- lagomorphs: arctic hares
- soricomorphs: shrews
- rodents: mice, squirrels
- predators: arctic foxes & wolves, caribou, bears

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The next section with deal with the creation of a Clan history.

Ancestry & History

Clan cats are very reliant on their warrior ancestors, so having some sort of StarClan to have your cats communicate with is often a good idea. If your Clan does not believe in StarClan, or any other form of religion/ancestry, it is probably best to skip this section.

What every Clan needs is a creation story, something that the elders can tell the kits over and over again without it getting boring (hopefully). Like the story of how the canon Clans came to be (which can be found in *Secrets of the Clans* by Erin Hunter), a fanfiction Clan should have some sort of origins or backstory.

Take this one for example:

Four cats named Lion, Badger, Eagle and Snake are visited by the spirits of ancient cats, told that a great destiny awaits them should they enter the forest. The four, not knowing of each other's existence, go to the forest to find a medley of cats, each trying to hold its own. Appalled by the lack of structure, the four set out to unite the feral cats, in the hopes of uniting them into a larger community - a sort of Clan.

Unfortunately, the four rulers differ greatly, as they value different aspects of each cat's character. Lion looks for the brave, Badger for the loyal, Eagle for the intelligent and Snake for the ambitious. Unable to join as one, the leaders agree to split the territory in four equal parts so that each Clan has a share of the forest. Lion is given the plains nearby, Badger the forest, Eagle the canyon cliffs within it and Snake the marsh.

The spirits return to give the four leaders nine lives, a gift of gratitude for ending the turmoil of their long-lost descendents, and give them a warrior code to live by, to ensure the new Clans last. Lionstar becomes the first leader of MoorClan; Badgerstar the leader of OakClan; Eaglestar the leader of RockClan; Snakestar the leader of MarshClan.

(And yes, that was a Harry Potter reference.)

It's a rather simple story, and needs polishing if it's ever to be passed down through the generations, but you can probably see the importance of having one. Going back to one's roots, especially in Warriors, helps to emphasize the importance of the warrior code and gives a reason for upholding these traditions - the turmoil they came out of is often enough to ensure that the code is followed.

StarClan exists as a reminder of these past events and come to leaders and medicine cats to warn them when this sort of turmoil could possibly happen again. The spirits that contact the living are usually ones who were important to them while they were still alive, or otherwise take the form of past leaders or medicine cats.

For this reason, it is good to have a list of the deceased so that you're not scrambling for names and relations whenever StarClan decides to speak to the living. Sometimes, having a couple of names for notable leaders or medicine cats of each Clan, as well as what they did to earn this respect, is also helpful as it provides more history for the Clan to fall back on and a guide as to what they must to if they wish to prosper.

Let's say, for example's sake, that Lionstar's reign is followed by years and years of prosperity, during which the Clan lives peacefully under its new rulers. Then, the leadership position is taken by Rowanstar who, corrupted by the idea of power, decides to attack the territories of first OakClan and then RockClan. Under his reign, apprentices are pushed to their limits, and even sometimes to the death, during battle training. The prey begins to disappear and a drought takes over the moors, leaving little shelter from the strong-blowing winds. Out of this upheaval rises Robinheart, a clever but modest warrior, who believes Rowanstar's rule unjust and cruel. Gathering forces behind the corrupt leader's back, Robinheart manages to take over MoorClan. She becomes the new leader and is remembered for her strong morals and good judgment when it came to making decisions for the Clan.

This story, too, can be used as a way to emphasize the importance of following the warrior code, as well as serve as a template for future rebellions should they occur.

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Some things you can do when creating your Clan's background:
- use the warrior code (or create a new one!)
- brainstorm morals and traits that you want your Clans to value
- look at actual historical events to see what is valued in a civilization's history
- put together a rough outline of what the beginnings of your Clan looked like

Each set of Clans, and maybe each Clan within it, will most likely value different things, like the four leaders above did. These different qualities, whether they be physical or psychological, help to make each Clan unique.

The next section will deal with finding these qualities and applying them to your Clans.

Traits & Skills

The traits and skills of a Clan are largely influenced by the elements discussed in past chapters (territory and history, to be exact). The historical aspect plays in only if the first leader decided to settle in a particular area because of a value or trait they esteemed, or maybe because of a certain skill they held.

Using the example from the previous chapter, maybe Lionstar was driven to settle in the moors because he valued bravery, and believed exposure to the elements could only be survived properly by brave cats. He might also have been quick-footed, and found he could run on the open moors better than in the forest.

Or, he just liked rabbits more than any other prey, but we'll leave that out...

Whatever the reason for the Clan's settlement in a particular territory, it is an undeniable fact that the cats will slowly begin to adapt to this territory. I'd go into Darwinism and the whole survival of the fittest thing, but the basic idea is that only those who adapt to survive in their habitat will survive.

This means that cats living in different territories are likely to have different physical and personality traits that define them as a group. In the original Warriors series, ThunderClan is characterized as being strong and brave while ShadowClan is ambitious and proud. Does this mean that every cat in the Clan exhibits these traits? To a certain degree, perhaps, but only a select few really embody them.

Physically, ThunderClan cats are bracken-coloured and broad-shouldered, and are good at hunting and climbing. ShadowClan cats are darker in colour and have a knack for night-hunting because their eyes have adapted to the darkness of their territory.

In both of these examples, we see how both history and territory influence the characteristics and skills of a Clan.

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Here's a list I've compiled for possible adaptations to the territories mentioned in the name & territory section of this guide, with a mention of a physical trait, a personality trait and a 'special' skill:

FOREST
- bracken-coloured to help them hide in the undergrowth and broad-shouldered to push past the low foliage
- quiet and stealthy, especially when hunting
- good at hunting and climbing, as well as fighting around obstacles

MOORS/PLAINS
- lithe, with long legs and tail to keep them streamlined
- quick and flighty, as they have nowhere to hide out in the open
- good at running because of all the open spaces

RIVERLAND/MARSH
- sleek-furred, maybe with a natural oil coating to help keep them dry; may have webbed paws
- spend lots of time grooming; seen as luxurious
- good at swimming and catching fish, frogs and various reptiles

SCRUBLAND/VALLEY
- a variety of colours to help them blend in with shrubs or greenery
- resourceful because of the lack of cover
- good at running and hunting in the open

GORGE/CANYON/BADLANDS/MOUNTAINS
- sand or rock-coloured to help them blend in, with long claws to help them climb it
- good sense of direction, as most parts of these habitats seem similar
- good at climbing and jumping over cliffs and rocks

DESERT/SAVANNA
- sand-coloured to help them blend in, with broad paws to help them stay atop the sand
- a little hot-tempered and very protective, due to the harsh sun and number of dangerous predators
- good at running and hunting habitat specific prey

ISLAND/OCEAN/LAKE/SEA
- neutral colours (whites, greys, blacks); sleek fur
- can be relaxed, if near a tropical sea, or harsh and cold, if near a more windy and rocky climate
- good at swimming and climbing rocks

JUNGLE
- short fur to help them cool off
- aggressive because of the number of predators
- enhanced night vision and jumping/climbing skills

TUNDRA
- thick coats to keep out the cold; broad paws that act like snowshoes when traversing snow
- can be harsh and cold because of the climate they live in
- good at running and hunting in open spaces

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General physical skills:
- fighting
- hunting
- jumping
- climbing
- swimming
- running
- agility
- speed
- strength

General personality traits:
- aggressive
- ambitious
- bold
- brave
- clever
- cold
- cunning
- easy-going
- flighty
- friendly
- harsh

- hot-tempered
- logical
- loyal
- patient
- peaceful
- power-hungry
- protective
- proud
- relaxed
- resourceful
- stealthy
- strong
- stubborn
- tough
- quick-footed

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The next section will take a look at building a Clan and applying your chosen characteristics.

Building a Clan - Method 1

Now that you have your setting and history together, the last step is to, of course, build the Clan you will be using in your fanfiction! There are multiple ways to put together a Clan, two of which I will be discussing below. The first starts with putting together your Clan hierarchy first, then creating family trees, and the second does somewhat the opposite, putting together family trees as you go. Both methods work, though I find the second a lot easier to do (especially in regards to genetics).

The reason why I bring up family trees is that I find a sore lack of them in a lot of fanfictions. The Clan revolves around the idea of family and loyalty to it, so why would such an important part be left out of the planning process? While I don't demand that everything is genetically accurate (though that will be discussed in a later part), it's nice to have an idea of who is related to who.

Relations can also help to add drama to a story, which is good to keep in mind.

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Method 1: Hierarchy to Family Tree

I think this is the preferred method of Clan creation throughout the fandom, which is why I put it first. As is obvious to all Warriors fanfiction writers, every Clan needs a leader, a deputy, a medicine cat, warriors, apprentices, queens, kits and elders (though the nursery and elders' den might be empty at times).

Keep in mind that a Clan should have about 25 - 30 cats, though those numbers can be greater in times of plenty and smaller in times of trouble.

Let's put together MoorClan, centuries after Lionstar's reign:

LEADER: FOXSTAR - ginger she-cat with green eyes
DEPUTY: SWIFTHEART - grey and white tom with amber eyes

MEDICINE CAT: NIGHTLEAF - black tom with amber eyes
MEDICINE CAT APPRENTICE: STORMWATCHER - grey tabby tom with amber eyes
WARRIORS:
BREEZEFUR - grey and white she-cat with green eyes
FIRETAIL - ginger tabby tom with amber eyes
CLOUDFEATHER - white she-cat with amber eyes
ASHFLOWER - grey and white she-cat with blue eyes
SNAKEFANG - brown tabby tom with amber eyes
ASTERPELT - cream tabby she-cat with green eyes
YELLOWSTRIPE - ginger tabby tom with amber eyes
GREYWHISKER - grey tom with amber eyes
DARKPOOL - black she-cat with amber eyes
DAWNPETAL - dilute tortoiseshell with green eyes
SAGETAIL - grey tom with green eyes
DUSTCLAW - brown tabby tom with amber eyes
KESTRELFUR - tortoiseshell with amber eyes
LARKSON - brown tabby she-cat with green eyes
GORSEFANG - brown tabby tom with amber eyes
PALEFUR - cream tabby tom with amber eyes

APPRENTICES:
CREAMPAW - cream tabby she-cat with green eyes
SANDPAW - ginger tabby tom with amber eyes
TIGERPAW - brown tabby tom with amber eyes
RATPAW - black tom with amber eyes
SPOTTEDPAW - dilute tortoiseshell with green eyes

QUEENS:
MOTHPELT - brown tabby she-cat with amber eyes; expecting kits

ELDERS:
GINGERPOOL - ginger she-cat with amber eyes
BLACKTHORN - black tom with amber eyes

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Now that you have your Clan, you can put together some family trees. Here's what I did, step by step, to create some family trees for this Clan:
- group your apprentices first, since there are less of them than warriors

- split your warriors into three groups: young, middle, senior (don't forget to add your leader, deputy and medicine cat/med cat apprentice here!)
- find your apprentices' parents first (probably young or middle age)
- now, you have two options: have the senior warriors be parents to the middle and the middle to the young OR have the senior warriors be parents to both (as in multiple litters); you can also use a mix of the two
- group the warriors into litters and find them parents (elders & deceased count!)

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That's a really rough guide on how to create family trees and I find it's much easier to go from the youngest up rather than eldest down (though that might just be my personal preference). It might take you a few tries, especially when you start getting into littermates/ mates because I like to avoid incest where possible. If they're second or third cousins down the line somewhere, it's probably alright since no one will be following along your family tree throughout the story.

You should also remember that the world of Warriors is a bloody one and cats die pretty much all the time. So, once you're finished sorting your living cats into a family tree, you can also add some deceased siblings or shuffle around mates to create room for those who have gone to join StarClan.

Also, cats don't actually mate for life, so couples don't necessarily need to stay together. I, personally, find this a little weird when applied to Warriors, as the cats are depicted as very faithful in canon, but it could provide a good twist!

Here's the family tree I put together for this Clan (*deceased are in italics*):

Gingerpool x *Sorrelfur*
= Foxstar, Firetail, *Heatherstorm*
= Asterpelt, Yellowstripe

Breezefur x Blackthorn
= Nightleaf, Swiftheart, *Batstorm*

= Greywhisker, Darkpool

Snowpelt x Browntail
= Cloudfeather, Ashflower, *Spiderheart*

Mudfang x Shadeclaw
= Snakefang

Sootcloud x Goldenfur
= Dawnpetal, Sagetail

Ashflower x Firetail
= Dustclaw, Kestrelfur, *Morningfur*
= Ratpaw, Spottedpaw

Dawnpetal x Yellowstripe
= Sandpaw, Creampaw, Tigerpaw

Darkpool x Snakefang
= Larksong, Stormwatcher, Mothpelt, Gorsefang

Asterpelt x Swiftheart
= Palefur

Mothpelt x Dustclaw
= expecting kits

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And that is all! You can also add ages at this point, if you so wish, but if not you're pretty much done creating your Clan! This method is not the best for those of you who like to follow genetic rules when creating your characters, but it works for all other intents and purposes.

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The next section will deal with method #2!

Building a Clan - Method 2

While the first method deals with creating the names and appearances of the cats within the Clan first and then the family tree, this one attempts to be more genetically correct by creating family trees while creating the Clan.

I'll try to explain this step-by-step:
Step 1: Create your leader and medicine cat. Give them parents.

These are, arguably, the most important figures in the entire Clan. In MoorClan, these positions are filled by Foxstar, a ginger tabby she-cat, and Nightleaf, a black tom. Eye colour is a little harder to find genetically, so I'll focus on the easier to decipher fur colour, which will be explained in the genetics part of this guide.

Foxstar, being a ginger she-cat (which are actually quite rare), is only possible if the tom is a ginger or cream tabby and the queen is either ginger, cream or tortoiseshell. For this reason, we'll make both of her parents ginger. Nightleaf, being black, is possible through a variety of combinations, so let's make his parents a black tom and a grey and white she-cat.

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Step 2: Create their siblings.
Using a genetics guide, we can now create siblings for Foxstar and Nightleaf, like so:
Pair 1: ginger tabby she-cat x ginger tabby tom
= Foxstar, 1 cream tabby she-cat, 1 ginger tabby tom

Pair 2: grey and white she-cat x black tom
= Nightleaf, 1 grey and white tom, 1 black and white tom

You can name these new kits at this step, or choose to name them afterwards. If you don't decide to name them, it's a good idea to use some sort of numbering system, such as 'kit 2a, kit 2b, kit 2c' for pair 2's kits.

~ ~ ~ ~ ~

Step 3: Create some more 'base pairs'.
The pairs you have created are your base pairs. But, as we can see, there are four toms and two she-cats, which means this Clan's chances of survival are quite low. Pick out some pelt colours for another 2 - 3 pairs to add some more cats to your Clan.

Pair 3: white she-cat x brown and white tabby tom
= 1 white she-cat, 1 grey and white she-cat, 1 brown and white tabby tom

Pair 4: brown tabby she-cat x black tom
= 1 brown tabby tom

Pair 5: grey she-cat x cream tabby tom
= 1 dilute tortoiseshell she-cat, 1 grey tom

Again, you can name these right away or add them to your system (such as kit 5a, kit 5b for pair 5).

~ ~ ~ ~ ~

Step 4: Create MORE kits!
The sad part about your base pairs are that they are either old or dead. So, in order to create some younger warriors, you can do these things: 1) create second litters for existing couples and/or, 2) create new pairings.

NOTE: Careful not to pair cats up with their littermates! You will also want to create a good mix of pairings so that their offspring have more options for mates (you don't want them having to mate with their littermates or cousins either).

Let's give pair 1 and pair 2 some more kits:
Pair 1: ginger tabby she-cat x ginger tabby tom
= 1 cream tabby she-cat, 1 ginger tabby tom

Pair 2: grey and white she-cat x black tom
= 1 black she-cat, 1 grey tom

And pair up some existing offspring! Make sure to continue your numbering where you left off so things don't get confusing. You can

also create multiple litters for them, if you like.

Pair 6: grey and white she-cat (3b) x ginger tabby tom (1c)
= 1 tortoiseshell she-cat, 1 dilute tortoiseshell she-cat, 1 brown tabby tom
= 1 tortoiseshell she-cat, 1 black tom

Pair 7: dilute tortoiseshell she-cat (5a) x ginger tabby tom (1bb)
= 1 cream tabby she-cat, 1 ginger tabby tom, 1 brown tabby tom

Pair 8: black she-cat (2aa) x brown and white tabby tom (4a)
= 2 brown tabby she-cats, 1 brown tabby tom, 1 grey tabby tom

Pair 9: cream tabby she-cat (1aa) x grey and white tom (2b)
= 1 cream tabby tom

Pair 10: brown tabby she-cat (8a) x brown tabby tom (7c)
= expecting kits

~ ~ ~ ~ ~
Step 5: Time to actually put the Clan together.
A Clan is actually defined as a group of families who live together, so we've been following the literal translation to create it in this method.

Now that you have a whole bunch of cats, it's time to put them into a Clan. There are multiple ways to do this, but these are the three things you must decide on regardless:
1) names
2) ranking/age
3) deceased

Doesn't matter which order you do it in, though I personally like to decide on ages first, deceased second and names last (because then I'm not using my best names on the cats that have been killed before the start of the story).

After some sorting, this is the Clan I come up with:

LEADER: FOXSTAR - ginger she-cat with green eyes
DEPUTY: SWIFTHEART - white and grey tom with amber eyes
MEDICINE CAT: NIGHTLEAF - black tom with amber eyes

MEDICINE CAT APPRENTICE: STORMWATCHER - grey tabby tom with amber eyes
WARRIORS:
BREEZEFUR - grey and white she-cat with green eyes
FIRETAIL - ginger tabby tom with amber eyes
CLOUDFEATHER - white she-cat with amber eyes
ASHFLOWER - grey and white she-cat with blue eyes
SNAKEFANG - brown and white tabby tom with amber eyes
ASTERPELT - cream tabby she-cat with green eyes
YELLOWSTRIPE - ginger tabby tom with amber eyes
GREYWHISKER - grey tom with amber eyes
DARKPOOL - black she-cat with amber eyes
DAWNPETAL - dilute tortoiseshell with green eyes
SAGETAIL - grey tom with green eyes
DUSTCLAW - brown tabby tom with amber eyes
KESTRELFUR - tortoiseshell with amber eyes
LARKSONG - brown tabby she-cat with green eyes
GORSEFANG - brown tabby tom with amber eyes
PALEFUR - cream tabby tom with amber eyes

APPRENTICES:
CREAMPAW - cream tabby she-cat with green eyes
SANDPAW - ginger tabby tom with amber eyes
TIGERPAW - brown tabby tom with amber eyes
RATPAW - black tom with amber eyes
SPOTTEDPAW - dilute tortoiseshell with green eyes

QUEENS:
MOTHPELT - brown tabby she-cat with amber eyes; expecting kits

ELDERS:
GINGERPOOL - ginger she-cat with amber eyes
BLACKTHORN - black tom with amber eyes

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Look familiar? It's actually the same Clan I used in the previous method, but instead of building it up from the youngest, I built it from the top, as its easier to figure out litters when you know the parents' fur colours. Both methods are great; it just depends on how genetically accurate you want to be.

This explanation was pretty rough and only really went through two generations for the sake of keeping it short, but I would suggest going through about three or four before deciding on which cats actually make it into the Clan. The age of a Clan varies from 0 - 120+ moons, which is quite a range, and one that is hard to cover with only two generations.

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The next section will deal with extra pointers to creating your Clan, including rules for mating and an age guide.

Building a Clan - Extras

[image]

If you need any help thinking of names, I have a naming guide as well! Check it out for a list of prefixes (sorted in alphabetical order and by pelt colour) and suffixes.

There is a very big span of ages in Warriors that are sometimes hard to wrap your head around. The passage of time seems to disappear in the series and its hard to keep track, but as a writer you should have a general idea of how old your characters are.

My Age Guide
Kits = 0 - 6 moons
Apprentices = 6 - 12/15 moons
Warriors* = 12/15 - 120 moons
Elders = 120+ moons

*also includes deputies and queens, though not necessarily leaders

120 moons may seem like a lot, but that's really only 10 years - and that's a really long time for a battle-fighting, famine-surviving, cold-escaping warrior. Any cat lucky enough to live to that age deserves their place in the elders den, and that's a fact.

This age guide is not set in stone, though, so you could potentially make elders closer to 8 years old (96 moons) or 12 years old (144 moons). Anything over 12 years might be a little bit of a stretch for feral cats.

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Pointers for Adding Ages:
- She-cats are pregnant for around two months and, in Warriors, stay in the nursery for another six before their kits become apprentices; it is also safe to assume that they don't immediately go back to the nursery afterwards and would probably wait to have another litter until their previous one achieves warrior ranking. This means that there would usually be at least a 14 - 18 moon gap

between close set litters, and more between those born further apart.
- The minimum age for a she-cat to have kits (in Warriors) would probably be around 18 moons, though that is still quite young. I generally go with 23 and up.
- There is no age where sterility occurs
- It is up to your preference how far apart in age the mates in each couple are; for me, it doesn't really matter if they're a year or more apart, it just means that one of them was being born while the other was almost a warrior. I don't think it really matters to feral cats, to be honest...
- Apprentices don't become warriors once they hit a certain age, as ranking is based on skill. Some become warriors around 9 moons, other at 12 and still others at 15. It all depends on their assessments and their behaviour towards the warrior code.

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Unrelated to age are the general rules a Clan or family follows when choosing mates or choosing to have kits. Some rules are ingrained within the warrior/medicine cat code and others are up to your personal preference.

- Medicine cats are, under the medicine cat code, not allowed to have mates or kits.
- Depending on how you feel about the subject, your female leaders and deputies can or cannot have kits. This is a highly debated topic and, while I believe female leaders and deputies shouldn't have kits, as it takes them away from their duty to the Clan, there is a strong counter-argument that I'm willing to believe, in which the deputy would take over the leader's duties while the leader was nursing her kits.
- Again, up to your preference, but I personally don't like to see cats mating with their parents, littermates, aunts/uncles or cousins. But, since they are living in a Clan with a rather small gene pool, it is almost unavoidable that some pairings will be somehow related to each other (like a tom with his older cousin's daughter). If they're a second or third cousin, that's usually alright (again, no one's really following along your family trees as they read).

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Your apprentices will also need mentors! The only general rule I try to follow is to avoid having parents mentor their children, as they are likely to have a subjective view of their training rather than an objective one. It is always safer to give the apprentice to someone unrelated.

When dispersing apprentices right after you've formed your Clan, it is also important to remember that some she-cats may have still been in the nursery when these apprentices were apprenticed. Therefore, giving them an apprentice wouldn't make very much sense. If you have younger warriors, remember that they were apprentices however many moons ago as well, which means that they had to have mentors at one point. If their apprenticeship overlaps with the apprenticeship of a younger apprentice, they can't have had the same mentor.

To illustrate my confusing point:
Redthorn is sixteen moons old and has been a warrior for three moons. Poppypaw is a ten moon old apprentice.
Pheasantclaw is a warrior of sixty-two moons, the mentor of Redthorn.
Since Redthorn was still an apprentice three moons ago, Poppypaw must have been seven moons old, which means she was apprenticed already. Pheasantclaw can't be mentor to her because he was still mentoring Redthorn at the time.
Similarly, Quailfeather, the mother of the recently named Brownpaw and Smallpaw, can't be Poppypaw's apprentice because Brownpaw and Smallpaw were only two moons old when Poppypaw was apprenticed. Quailfeather would have been in the nursery and not available to mentor.

~ ~ ~ ~ ~
Lastly, with so many kittens lounging about, it's probably a good idea to have some sort of system of keeping track of them. This could be done digitally, on paper, or however else you like!

What I do is put all my info into a spreadsheet editor like Microsoft Excel or Mac's Numbers. It's super easy to keep track of all the cats in your Clan because they're in a nice, organized table. Each row contains all of the information I need for each cat, including their name, appearance, age, parents, littermates, mate, children, mentor

and apprentice, along with some other info. The picture attached to this chapter is a screenshot of RockClan's spreadsheet (the Clan in *The Coming Storm*). *May contain spoilers.

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The next section will deal with genetics.

A Rough Genetics Guide

The fur colour of cats can be explained by Mendelian genetics. Since eye colour cannot, I will focus only on the fur colour and follow up with a short note on realistic eye colours, but no genetic explanations for them.

I'll try to avoid using genotypes and explain instead through simple words why cat genetics work the way they do. Another thing I'd like to mention is that I will only be including blacks, browns, reds, tortoiseshells and their dilutions. You won't find genetics for chocolates, lilacs, etc. here because they are not very common in the wild and, therefore, in Warriors.

Before we get into some more detailed things, here are a couple of ground rules:
- the brown tabby colouring is the wild type for cats; in other words, a cat is a brown tabby and mutations of their genes cause them to become something else
- all she-cats have two X chromosomes (XX) and all toms have one X chromosome and one Y (XY)
- blue is the genetics term for grey and can range from a Russian blue colouring to a light grey

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Tabby vs. self

As stated above, all cats are brown tabbies unless something happens to mutate a gene. In this case, something would mutate the agouti gene, which is responsible for tabby markings.

Tabbies are very common, but self cats (cats without the agouti gene and, therefore, without tabby markings) are possible because of a recessive gene. The tabby becomes a self of the same colour, just without stripes. For example, a blue tabby would become a blue self. The exception is the brown tabby, which becomes a black self.

Because tabbies carry both the agouti and the recessive gene, they

can have both tabby and self kits. Self cats, however, do not carry the agouti gene, and can only have self kits.

Another important thing to note is that even if the agouti gene is absent in a cat, you may still be able to see some striping. Ginger cats always have stripes, though they can range from dark in colour to very light (almost invisible).

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Dilution

Another common gene, this one is responsible for lighter fur colours. Like with the agouti gene, the dilution gene is a recessive one.

A list of common dilutions:
- brown tabby/black dilutes to blue tabby/blue
- red tabby dilutes to cream tabby
- tortoiseshell (ginger tabby, black) becomes a diluted tortoiseshell (cream tabby, blue)

Because the dilution gene is recessive, two dilute cats will only have dilute kits, but a combination of a dense and dilute parents or two dense parents will have both dense and dilute kits.

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Ginger and tortoiseshell

A mutation on the X chromosome causes it to show red pigmentation, making a naturally brown cat ginger. Because the mutated gene is a co-dominant gene, all of the cat's X chromosomes must be mutated in order for the cat to appear completely red (ginger tabby).

Having copies of both a natural gene and a mutated gene will result in a mixture - a tortoiseshell, to be exact. Since toms have only one X chromosome under normal circumstances, they cannot be tortoiseshells (that is caused by another mutation, where the tom has XXY chromosomes).

Litter combinations are a little harder to explain here, but generally the toms will take on a colour present in their mother's coat, as that is where they get their X chromosome from, and she-cats will

become a mixture of their parents, as they get an X chromosome from both.

This means that a brown tabby she-cat mated with a ginger tabby tom can have a litter of brown tabby toms and tortoiseshell she-cats. If the she-cat is a tortoiseshell, however, and the tom a ginger tabby, toms can be either brown tabby or ginger tabby and she-cats can be tortoiseshell or ginger tabby.

~ ~ ~ ~ ~

White spotting

White spotting is a result of another co-dominant gene. A cat with the recessive form will have no white markings, while the dominant gene can cause the cat to be anywhere from 50% to fully white.

As a general rule, the smallest amounts of spotting are visible on the chest, feet and face. From there, the white patterns become larger in those areas and can also appear on the belly or tail tip. For cats with over 50% spotting, the white markings will also show on their sides and, sometimes, back.

Some spotting is more common in feral cats than lots of white.

It's best to think of spotting as a spectrum in relation to creating litters. At one end, you have a pair with no white spotting, which means their kits also won't have white. At the other, you have two cats with lots of spotting, which means their kits will also have lots of white. As you change up the pairs - no white + some white, no white + lots of white, some white + some white, some white + lots of white - you move along the spectrum, with the chance of having a litter of kits with no white, some white or lots of white possible with two cats that have some white (the middle of the spectrum).

~ ~ ~ ~ ~

Quick note on eye colours:

While the genetics behind eye colours and how they are inherited are a lot more difficult to understand and, therefore, explain, here are some general rules for eye colours:

- the normal range of colour is from green to copper, with yellow

being the most common
- eye colours are on a spectrum, which means they can range from light green to dark green to hazel to a dark amber to an almost golden colour
- blue eyes are only possible on white cats and bring with them an 80% chance of deafness
- odd eyes (two different colours) are also only possible on white cats or cats with white spotting
- odd eyes are always blue plus a colour from the spectrum; cats cannot have one amber eye and one green
- pink eyes are seen only in albino cats, which have a very low chance of survival in the wild
- blue eyes on non-white cats do exist, but are very unlikely to occur naturally in feral cats
- purple and colour changing eyes are never possible on cats, wild or domestic

~ ~ ~ ~ ~

Next section will have a list of genetically possible litters, depending on parent colour.

Genetically Possible Litters

To make it easier to figure out what sorts of kits are possible from various pairings, here are some lists. To use them, simply find the colouring of the tom (**bold**) and scroll through the possible pairings (the x underneath). Beneath each pairing are the possible colourings of their kits. Note that some are divided into different categories, as toms and she-kits won't inherit the same genes; if '= kits' is present, both toms and she-kits can have those coats.

There is a guide to the amount of white spotting per litter according to pairing and the possible eye colours for every coat colour at the very bottom as well!

Also, remember that 'blue', in genetics terms, refers to the shades ranging from Russian blue to grey.

~ ~ ~ ~ ~

BROWN TABBY
x brown tabby or black or blue tabby or blue
= kits: brown tabby, black, blue tabby, blue
---
x white
= kits: brown tabby, black, blue tabby, blue, white
---
x ginger tabby or cream tabby
= toms: ginger tabby, cream tabby
= she-kits: tortie, dilute tortie
---
x tortoiseshell or dilute tortoiseshell
= toms: brown tabby, black, blue tabby, blue, ginger tabby, cream tabby
= she-kits: brown tabby, black, blue tabby, blue, tortie, dilute tortie

~ ~ ~ ~ ~

BLACK
x brown tabby or blue tabby
= kits: brown tabby, black, blue tabby, blue

---
x black or blue
= kits: black, blue
---
x white
= kits: brown tabby, black, blue tabby, blue, white
---
x ginger tabby or cream tabby
= toms: ginger tabby, cream tabby
= she-kits: tortie, dilute tortie
---
x tortoiseshell or dilute tortoiseshell
= toms: black, blue, ginger tabby, cream tabby
= she-kits: black, blue, tortie, dilute tortie

~ ~ ~ ~ ~

BLUE TABBY

x brown tabby or black
= kits: brown tabby, black, blue tabby, blue
---
x blue tabby or blue
= kits: blue tabby, blue
---
x white
= kits: brown tabby, black, blue tabby, blue, white
---
x ginger tabby
= toms: ginger tabby, cream tabby
= she-kits: tortie, dilute tortie
---
x cream tabby
= toms: cream tabby
= she-kits: dilute tortie
---
x tortoiseshell
= toms: brown tabby, black, blue tabby, blue, ginger tabby, cream tabby
= she-kits: brown tabby, black, blue tabby, blue, tortie, dilute tortie
---
x dilute tortoiseshell

= toms: blue tabby, blue, cream tabby
= she-kits: blue tabby, blue, dilute tortie

~ ~ ~ ~ ~

BLUE

x brown tabby
= kits: brown tabby, black, blue tabby, blue
---
x black
= kits: black, blue
---
x blue tabby
= kits: blue tabby, blue
---
x blue
= kits: blue
---
x white
= kits: brown tabby, black, blue tabby, blue, white
---
x ginger tabby
= toms: ginger tabby, cream tabby
= she-kits: tortie, dilute tortie
---
x cream tabby
= toms: cream tabby
= she-kits: dilute tortie
---
x tortoiseshell
= toms: black, blue, ginger tabby, cream tabby
= she-kits: black, blue, tortie, dilute tortie
---
x dilute tortoiseshell
= toms: blue, cream tabby
= she-kits: blue, dilute tortie

~ ~ ~ ~ ~

WHITE

x brown tabby or black or blue tabby or blue
= kits: brown tabby, black, blue tabby, blue, white

---
x white
= kits: brown tabby, black, blue tabby, blue, white
---
x ginger tabby or cream tabby
= toms: ginger tabby, cream tabby, white
= she-kits: tortie, dilute tortie, white
---
x tortoiseshell or dilute tortoiseshell
= toms: brown tabby, black, blue tabby, blue, ginger tabby, cream tabby, white
= she-kits: brown tabby, black, blue tabby, blue, tortie, dilute tortie, white

~ ~ ~ ~ ~

GINGER TABBY

x brown tabby or black or blue tabby or blue
= toms: brown tabby, black, blue tabby, blue
= she-kits: tortie, dilute tortie
---
x white
= toms: brown tabby, black, blue tabby, blue
= she-kits: tortie, dilute tortie, white
---
x ginger tabby or cream tabby
= kits: ginger tabby, cream tabby
---
x tortoiseshell or dilute tortoiseshell
= toms: brown tabby, black, blue tabby, blue, ginger tabby, cream tabby
= she-kits: ginger tabby, cream tabby, tortie, dilute tortie

~ ~ ~ ~ ~

CREAM TABBY

x brown tabby or black
= toms: brown tabby, black, blue tabby, blue
= she-kits: tortie, dilute tortie
---
x blue tabby or blue
= toms: blue tabby, blue

= she-kits: dilute tortie
---
x white
= toms: brown tabby, black, blue tabby, blue, white
= she-kits: tortie, dilute tortie, white
---
x ginger tabby
= kits : ginger tabby, cream tabby
---
x cream tabby
= kits: cream tabby
---
x tortoiseshell:
= toms: brown tabby, black, blue tabby, blue, ginger tabby, cream tabby
= she-kits: ginger tabby, cream tabby, tortie, dilute tortie
---
x dilute tortoiseshell
= toms: blue tabby, blue, cream tabby
= she-kits: cream tabby, dilute tortie

~ ~ ~ ~ ~
White Spotting:
Both parents have no white = no white

1 parent small amount, 1 parent no white = some white or no white

Both parents some white = no white, some white, or lots of white

1 parent lots of white, 1 parent no white = all kits some white

1 parent some white, 1 parent lots of white = some white or lots of white

Both parents lots of white = all kits lots of white

~ ~ ~ ~ ~
Eye Colours:
green = all
hazel = all

yellow = all
amber = all
blue = white
odd (one blue + one another colour) = white, any coat with white spotting